Resource A: Turbo Touch Performance Rubric

MARKING KEY x = observation √ = high level + = outstanding level

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Activity: | Not Achieved | The student demonstrates: | Date/s observed | | | The student consistently and effectively demonstrates: | Date/s observed | | | The student consistently, effectively, and confidently demonstrates: | Date/s observed | | |
| Offensive/ defensive movement off the ball |  | * getting into an appropriate position in a game * getting into a position to receive a pass on attack or defending when the opposition has the ball. | **S** | **P** | **T** | * getting into a position to defend an attacker with the ball * attacking the ball as a runner. | **S** | **P** | **T** | * moving to pick up opposition runners/drives/ attacking moves (for example, intercepts) * defending and getting into a position ready for the next attack * moving quickly to attack when a turnover is achieved. | **S** | **P** | **T** |
| Offensive ball skills |  | * starting the play with a tap ball * giving and receiving passes in a variety of directions * driving forward with the ball on attack. |  |  |  | * giving and receiving a variety of passes in either direction (for example, skip passes, dummy passes, cuts) * tapping and playing the ball and quickly get into position to receive a pass * driving forward with the ball displaying some evasive skill (for example, side-stepping). |  |  |  | * giving and receiving a variety of passes to create scoring opportunities (flick-ons) * running to draw a defender, create a gap, and allow a good pass * working quickly to “open” an active zone * tapping and playing the ball with ease * driving forward with the ball displaying a variety of evasive skills. |  |  |  |
| Defensive skills |  | * the ability to initiate touches during a game of turbo touch * getting back into a defensive position each time. |  |  |  | * the ability to consistently effect touches during a game * getting back into a defensive position * communicating with team players on defence. |  |  |  | * defending and, making a touch * getting back on defence quickly and consistently during a game * reading attacking play from opposition and defending with skill * consistently and confidently communicating positively with team players. |  |  |  |
| Team Play |  | * an understanding of the rules of Turbo Touch during competitive games * the ability to correctly restart play. |  |  |  | * a comprehensive understanding of the rules of Turbo Touch during competitive games * the ability to restart play quickly and correctly. |  |  |  | * a comprehensive understanding of the rules of Turbo Touch * the ability to effectively use their understanding to advance play with confidence and create opportunities to score a touchdown. |  |  |  |